

HAT-based demo for an asset software component in RAGE architecture

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Title

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Authors

Wim van der Vegt. Enkhbold Nyamsuren

Abstract

Demo of the TwoA asset (formerly HAT asset) with the DropEm game in the Monogame engine.

Screen shots

none

Version & change log

Version	Date	URI
1.0	08-Sep-2015	https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame

Source code

<https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame>

Source code license

Apache License, Version 2.0

Installing the project

The executable requires Windows 7+ platforms. The source code project requires Visual Studio.

Dependencies

RAGE Client-side Asset Architecture

TwoA asset v1.1

Monogame game engine v3.0

References

non